

ATARI



VIDEO GAME MANUAL



# TABLE OF CONTENTS

TIC-TAC-TILES .....	1
GETTING STARTED .....	1
PLAYING THE GAME .....	2
SCREEN .....	4
WAVES .....	5
Wave Selection Screen .....	5
Wave Objectives .....	7
STRATEGY .....	8
SCORING .....	8
Klax Points .....	9

Atari Corporation is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, or omissions. Reproduction of this document or of any portion of its contents is not allowed without the specific written consent of Atari Corporation.

Atari, the Atari logo, and Lynx are trademarks or registered trademarks of Atari Corporation. Klax is a trademark of Atari Games Corporation, licensed to Tengen.

Copyright ©1990, Tengen Inc. All rights reserved.

Original game by Mark Stephen Piece and Dave Akers.



Copyright © 1990, Atari Corporation  
Sunnyvale, CA 94089-1302  
All rights reserved

# TIC-TAC-TILES!

You've selected your level, and now the colored tiles start to tumble down the ramp. You zoom your paddle back and forth to catch the tiles and flip them into the bins to create rows of same colored tiles. The rows can be vertical, horizontal, or diagonal, and three or more tiles in a row creates a Klax.

Sounds easy, right? It is, until the tiles speed up and tumble down the ramp so fast you can barely keep up! Faster and faster, your paddle becomes a blur as you struggle to keep up with the pace. Will you hear the wild cheers and applause as you ace the wave, or will you cringe under the disappointed groans of the Klax audience when you lose? Either way, you'll find yourself quickly addicted to the good klean fun of tic-tac-KLAX!

## GETTING STARTED

Klax is a fast-paced game of concentration, skill, and chance. Follow the steps listed below to start the game.

1. With your Lynx system switched off, insert the game card as described in the **Lynx Owner's Manual**.

**Warning:** Do not touch the game card connector pins. Do not expose the contacts to static or extreme heat. Do not bend, crush, or attempt to clean the game card.

2. Press **ON**. The Klax loading screen displays.
3. Press **A** or **B** twice to bypass the loading and title screens. The Select a Skill Level screen displays. Press up or down on the joypad to move the selection arrow. When the selection arrow points to the desired skill level, press **A** or **B** to select that skill level and display the Wave Selection Screen.

**Note:** The more difficult the skill level, the faster the tiles tumble down the ramp.

4. A wave is a game level. The higher the wave number, the more difficult the wave objective. To select a wave, press the joypad until the desired wave highlights. Press **A** or **B** to begin play.

To enhance play, the following optional game controls allow you to modify the display, and pause and restart the game.

- To flip the screen 180 degrees and reverse the controls, press **OPTION 2** and **PAUSE** at the same time
- To pause the game press **PAUSE**. Repeat to resume play.
- To return to the title screen press **OPTION 1** and **PAUSE**.
- To display the current high score during the game, hold down **OPTION 1**.

## PLAYING THE GAME

The object of the game is to accurately place colored tiles that tumble faster and faster down the ramp. To earn points and to progress from level to level, you must place the tiles in vertical, horizontal, or diagonal patterns called Klaxs. Three or more same colored tiles in a row is a Klax.

The colored tiles advance down the ramp toward a paddle that you control with the joypad. You must move the paddle back and forth in the paddle slide to catch the tumbling tiles as they arrive at the bottom of the ramp. Move the paddle by pressing right or left on the joypad. The tiles fall onto the paddle. You can stack a maximum of five tiles on your paddle at a time.

To form Klaxs you must flip tiles into five bins below the paddle slide. To flip a tile from the paddle into a bin, position the paddle over the desired bin and press **A** or **B**. The top tile on your paddle flips into the bin.

Each time you make a Klax the entire Klax highlights and disappears from the bins. That gives you more room to place more tiles. You receive points for every Klax you

complete. If you plan ahead and create more complex Klaxs, you earn more points. You also receive points for empty spaces left in the bins and for any tiles left on the ramp when you complete a wave.

Use wild tiles (which count as any color) to complete especially complex Klaxs. Wild tiles display multiple colors in turn as they tumble down the ramp.

You can also make the tiles come down the ramp more quickly. Just press down on the joystick to increase the speed of the tiles.

If you don't want a particular tile on your paddle anymore, but you are not ready to place it into a bin, press up on the joystick to flip the top tile back up the ramp. But be careful! You don't want too many tiles on the ramp at one time. If your paddle is full, or you don't get to a tile in time, the tile falls into the deadly drop zone after uttering an excruciating cry. You don't want *that* on your conscience, do you? And if too many tiles fall into the drop zone abyss, it's the end of the game.

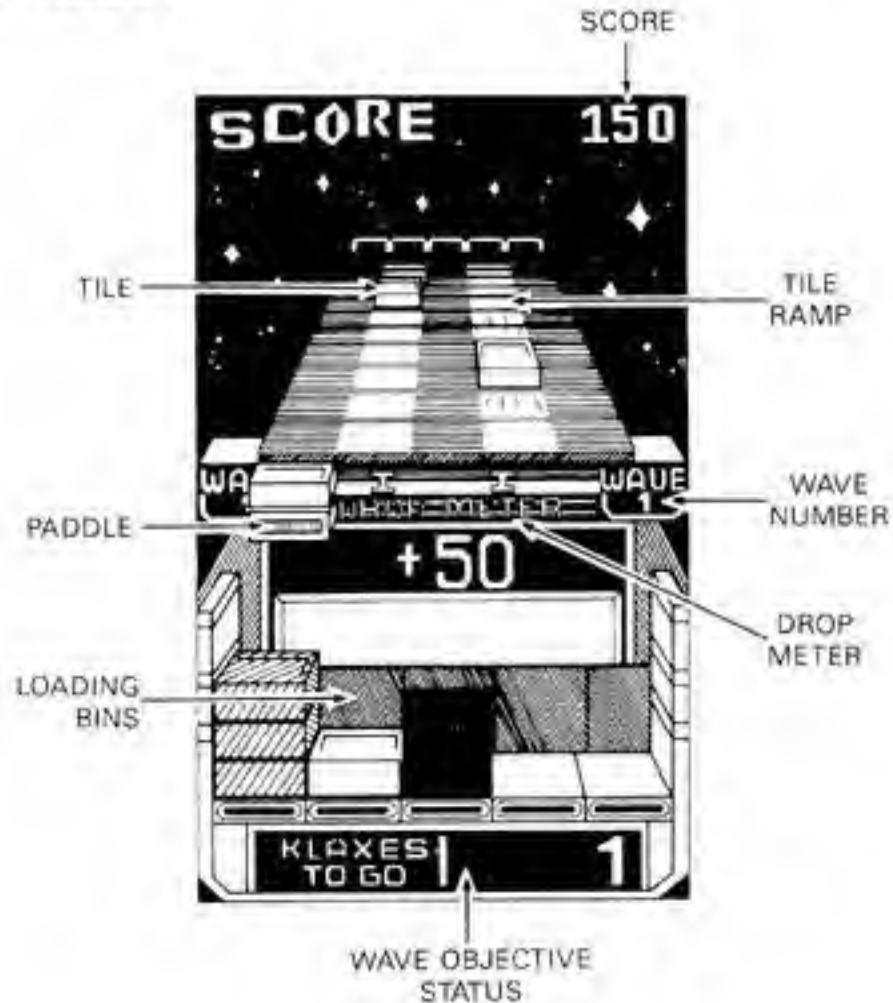
Each of the 100 Klax waves has an objective. The objective is displayed before you begin each level. On some waves you must achieve a certain number of horizontal, vertical, or diagonal Klaxs. Some waves require you to survive a number of tiles any way you can, placing the tiles quickly to make Klaxs and freeing up space in the bins for the tumbling tiles. Still other waves require you to earn a certain number of points.

Tiles move faster and faster and you become more and more frantic to place them before they fall into the drop zone. The game ends if you fill up all 25 spaces in the bins before you have completed the level objective.

If you fail to successfully complete a wave, you will be given the choice of continuing or starting over. Starting over returns you to the credits screen. Continuing allows you to try the level again. Use the up and down joystick to move the arrow next to your selection, and press **A** or **B**.



# SCREEN



**Score** - your current score

**Wave Number** - the current wave.

**Drop Meter** - shows the number of drops that will cause the game to end. When you drop a tile, one Drop Meter space is filled in. The game ends when all empty spaces in the drop meter are filled. All drop meter spaces are cleared when you get to a warp wave or restart the game.

If you successfully complete a wave with some of the Drop Meter slots filled, these slots remain filled when you begin the next wave.

**Paddle** - moves from side to side in the paddle slide and flips tiles into the bins or back up the ramp.

**Tile Ramp** - the ramp down which the tiles tumble.

**Loading Bins** - receive the tiles flipped from the paddle.

**Wave Objective Status** - the number of Klaxs, tiles, or points needed to complete the wave.

## WAVES

A wave is a level to be completed. Every wave has its own wave objective that you must complete to progress to the next wave. Some waves are warp waves. When you reach a warp wave, the Wave Selection screen displays. From the Wave Selection screen you can choose to either continue with the next wave, or warp ahead to a higher wave.

### Wave Selection Screen

Before you begin a warp wave the Wave Selection screen appears and allows you to choose between four wave levels. Three of the choices are higher wave levels than the level just completed. The fourth wave level choice will be the highest wave level completed during the current play session.

Here is an example of a Wave Selection screen:

WAVE  
OBJECTIVE  
STATUS

PLEASE SELECT A WAVE	
<p><b>WAVE 1</b></p> <p>DROPS PER GAME 3</p> <p>NO BONUS</p>	<p><b>WAVE 6</b></p> <p>DROPS PER GAME 4</p> <p>100,000 BONUS</p>
<p><b>WAVE 11</b></p> <p>DROPS PER GAME 5</p> <p>200,000 BONUS</p>	<p><b>WAVE 56</b></p> <p>HIGHEST LEVEL PLAYED</p> <p>200,000 BONUS</p>

WAVE  
NUMBER

DROPS PER  
GAME

BONUS POINTS

**Wave Number** is the number of the wave to which you can warp.

**Drops Per Game** is the number of tiles that can fall into the drop zone. If that number of tiles falls into the drop zone the game ends. The number of tiles you can drop is represented on the Drop Meter. (See **Drop Meter**.)

**Bonus Points** lists the number of bonus points you will receive when you successfully complete that warp wave. The higher the wave, the higher the number of bonus points you will receive.



## Wave Objectives

There are five types of wave objectives, each more difficult to achieve as you progress to higher wave levels. On some waves the tiles tumble down the ramp more quickly. On others there are more tile colors (up to a maximum of ten different colors). And on higher wave levels you must create a greater number of Klaxs to achieve your objective. For example, a Klax Wave requires you to create a number of Klaxs to complete the wave. You need to create 3 Klaxs to win the level 1 Klax Wave, but the level 5 Klax Wave requires 10 Klaxs to win. Another way waves become more difficult is an increase in the number of tiles on the ramp at one time.

You receive points for every Klax you create, no matter what the wave objective is. But only those Klaxs that match the wave objective will count toward completing the wave.

The following is a list of all wave types:

**Klax Wave** requires a number of Klaxs to complete the level. All Klax types count toward completing the wave objective. Four and five tile Klaxs always count as more than one Klax. See **Scoring**.

**Diagonal Wave** requires a number of diagonal Klaxs to complete the wave objective. The more complex the diagonal, the greater the number of points received.

**Horizontal Wave** requires a number of horizontal Klaxs to complete the wave objective.

**Points Wave** requires a number of points to be earned to complete the wave objective. You can create any type of Klaxs to earn points, but only the more complex Klaxs will earn points fast enough for you to successfully complete the wave.

**Tile Wave** requires you to survive a number of tiles. Every tile that either lands on your paddle or falls off the end of a ramp counts as one tile. But if you want

to meet your wave objective, you must create Klaxs to free up bin space to place more tiles. You can place the tiles in any type of Klax, but you will probably want to keep it simple when the tiles start tumbling down the ramp more quickly.

## STRATEGY

Try for complex Klaxs on lower level waves to increase your score. Go for chain reactions and simultaneous Klaxs.

Don't throw too many tiles back up onto the ramp. You can get into trouble very quickly!

Try for more complex Klaxs on Points Waves. Get the big points quickly—you probably will not be able to complete the level with simple, vertical Klaxs.

Sometimes simple Klaxs work best. Don't get cocky on a high level Tile Wave, or you will end up with five full bins and a bunch of tiles with nowhere to go.

Use wild tiles to complete multiple Klaxs.

## SCORING

During game play you receive points for the Klaxs you create. When you complete a wave, any of the following bonus points earned will be added to your score: points for the empty spaces left in the loading bins, all tiles left on the ramp when you complete a wave, and any warp bonus points that apply to the wave.

Sometimes placing a tile will result in a multiple Klax. For example, you could complete both a vertical and a diagonal Klax with the placement of a single key tile. If this occurs, you receive multiple Klax bonus points in addition to the points for each Klax. Multiple Klaxs are also worth more than one Klax towards the completion of certain waves.

## Klax Points

<u>Klax Type</u>	<u>Points</u>	<u>Klax Credit</u>
<b>Vertical</b>		
3 tiles	50 pts	1 Klax
4 tiles	10,000 pts	2 Klaxs
5 tiles	15,000 pts	3 Klaxs
<b>Horizontal</b>		
3 tiles	1,000 pts	1 Klax
4 tiles	5,000 pts	2 Klaxs
5 tiles	10,000 pts	3 Klaxs
<b>Diagonal</b>		
3 tiles	5,000 pts	1 Klax
4 tiles	10,000 pts	2 Klaxs
5 tiles	20,000 pts	3 Klaxs

To create a four tile vertical Klax, place two tiles of the same color in one bin. Then place a tile of a second color in that same bin, and finally two more of the first color. Now make the middle tile disappear by involving it in a horizontal or diagonal klax.

You can also create a four tile vertical Klax by stacking tiles very quickly while another Klax is being scored.



Copyright © 1990, Atari Corporation  
Sunnyvale, CA 94089-1302  
All rights reserved.

Printed in Hong Kong. G. C.10. 1990 C398102-031 Rev. A